

AMENDMENTS TO THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method for training a learner to learn and memorize one or more unfamiliar learning entities, the method performed by a computer system having a processor, a memory, and a display, the learning entity having one or more learning elements, the method comprising:

presenting on the display, utilizing a graphical user interface, one or more unfamiliar learning entities ~~to the learner~~ in a contextual presentation;
prompting requesting the learner to memorize the unfamiliar learning entities for ~~one two~~ or more times in view of the contextual presentation;

presenting on the display, using the graphical user interface, the contextual presentation to the learner with one or more selected learning entities missing therefrom, the missing learning entities being expected to be ~~filled in~~ input into the computer by the learner to complete the contextual presentation ~~so as to prove that the learner has memorized the learning entities~~;

receiving monitoring each learning element of the learning entity provided by the learner;
evaluating each at least one received learning element in response to the learning element provided by the learner before the learner completes each learning entity; and
providing presenting on the display, using the graphical user interface, a visual feedback in real time to the learner indicating incorrectness of the provided learning element.

2. (Currently Amended) The method of claim 1 further comprising, if a first learning element is evaluated to be incorrect by the computer, then the computer prohibiting the learner from

providing a second learning element subsequent to the first learning element.

3. (Currently Amended) The method of claim 1 further comprising the computer hinting the learner by providing displaying on the display, using the graphical user interface, a starting learning element of one or more selected learning entities in the contextual presentation if the learner can not recall the learning entities and chooses to ask requests the computer for a hint.

4. (Currently Amended) The method of claim 3 further comprising the computer hinting the learner by providing displaying on the display, using the graphical user interface, one or more additional learning elements of the one or more selected learning entities.

5. (Currently Amended) The method of claim 1 further comprising the computer allowing the learner to identify one or more learning entities for receiving a hint thereof if the learner can not recall the identified learning entities.

6. (Currently Amended) The method of claim 1 further comprising hinting the learner by providing to the computer one or more learning elements of the one or more identified learning entities.

7. (Original) The method of claim 1 wherein the learning entity is a word and the learning element is a character.

8. (Currently Amended) The method of claim 1 wherein the learning entity is an alphanumerical group and the learning element is an alphabet, a numeral, or a symbol.

9. (Currently Amended) The method of claim 1 wherein the providing presenting on the display, using the graphical user interface, a visual feedback includes highlighting on the display, using the graphical user interface, the provided learning element that is evaluated to be incorrect.

10. (Original) The method of claim 1 wherein the contextual presentation is in a question and answer form in which the learning entities are in the answer.

11. (Currently Amended) A method for training a learner to learn and memorize one or more keywords pertaining to unfamiliar subjects, the method performed by a computer system having a processor, a memory, and a display, the method comprising:

presenting on the display, utilizing a graphical user interface, one or more keywords to the learner in a contextual presentation;

prompting requesting the learner to memorize the keywords for two one or more times in view of the contextual presentation;

presenting on the display, using the graphical user interface, the contextual presentation to the learner with one or more selected keywords missing therefrom, the missing keywords being expected to be filled in input into the computer by the learner to complete the contextual presentation so as to prove that the learner has learned and memorized the keywords;

receiving monitoring each character of the keyword provided by the learner;

evaluating each at least one received character in real time as the character is being

provided; and

providing presenting on the display, using the graphical user interface a visual feedback to the learner indicating incorrectness of the provided character.

12. (Currently Amended) The method of claim 11 further comprising, if a first character is evaluated to be incorrect by the computer, then the computer prohibiting the learner from providing a second character subsequent to the first character.

13. (Currently Amended) The method of claim 11 further comprising the computer hinting the learner by providing displaying on the display, using the graphical user interface, a starting character of one or more selected keywords in the contextual presentation if the learner can not recall the keywords and chooses to ask requests the computer for a hint.

14. (Currently Amended) The method of claim 13 further comprising the computer hinting the learner by providing displaying on the display, using the graphical user interface, one or more additional characters of the one or more selected keywords.

15. (Currently Amended) The method of claim 13 further comprising the computer allowing the learner to identify one or more keywords for receiving a hint thereof if the learner can not recall the identified keywords.

16. (Currently Amended) The method of claim 15 further comprising the computer hinting the learner by providing displaying on the display, using the graphical user interface, one or more

characters of one or more identified keywords.

17. (Currently Amended) The method of claim 11 wherein the providing presenting on the display, using the graphical user interface a visual feedback includes highlighting the provided character that is evaluated by the computer to be incorrect.

18. (Currently Amended) A computer readable storage medium storing a computer program, the computer program for execution by a computer system having a processor, a memory, and a display, the computer program for training a learner to learn and memorize at least one unfamiliar learning entity, the learning entity having one or more learning elements, the program comprising instructions:

presenting on the display, utilizing a graphical user interface, one or more unfamiliar learning entities to the learner in a contextual presentation; prompting requesting the learner to memorize the unfamiliar learning entities for one two or more times in view of the contextual presentation;

presenting on the display, using the graphical user interface, the contextual presentation to the learner with one or more selected learning entities missing therefrom, the missing learning entities being expected to be filled in input into the computer by the learner to complete the contextual presentation ~~so as to prove that the learner has memorized the learning entities~~;

receiving monitoring each learning element of the learning entity provided by the learner; evaluating each at least one received learning element ~~in response to the learning element provided by the learner~~ before the learner completes each learning entity; and providing presenting on the display, using the graphical user interface, a visual feedback in

real time to the learner indicating incorrectness of the provided learning element.

19. (Currently Amended) The program of claim 18 further comprising instructions for prohibiting the learner from providing a second learning element to the computer subsequent to the first learning element if a the first learning element is evaluated by the computer to be incorrect.

20. (Currently Amended) The program of claim 18 further comprising instructions for hinting the learner by providing displaying on the display, using the graphical user interface, a starting learning element of one or more selected learning entities in the contextual presentation if the learner can not recall the learning entities and chooses to ask requests the computer for a hint.

21. (Currently Amended) The program of claim 20 further comprising instructions for hinting the learner by providing displaying on the display, using the graphical user interface, one or more additional learning elements of the one or more selected learning entities.

22. (Original) The program of claim 18 further comprising instructions for allowing the learner to identify one or more learning entities for receiving a hint thereof if the learner can not recall the identified learning entities.

23. (Currently Amended) The program of claim 18 wherein the instructions for providing a visual feedback includes instructions for highlighting on the display, using the graphical user interface, the provided learning element that is evaluated to be incorrect.

24. (Original) The program of claim 18 wherein the contextual presentation is in a question and answer form in which the learning entities are in the answer.

25. (Currently Amended) A method for training a learner to learn and memorize one or more unfamiliar learning entities, the method performed by a computer system having a processor, a memory, and a display, the learning entity having one or more learning elements, the method comprising:

presenting on the display, utilizing a graphical user interface, one or more unfamiliar learning entities to the learner in a contextual presentation of a question-answer form;

prompting requesting the learner to enter into the computer type the unfamiliar learning entities for two one or more times in view of the contextual presentation;

presenting on the display, using the graphical user interface, the contextual presentation to the learner with one or more selected learning entities missing therefrom, the missing learning entities being input into the computer expected to be filled in by the learner to complete the contextual presentation so as to prove that the learner has memorized the learning entities;

receiving monitoring each learning element of the learning entity provided by the learner;

evaluating each at least one received learning element in response to the learning element provided by the learner before the learner completes each learning entity;

if a first learning element is evaluated to be incorrect by the computer, the computer prohibiting the learner from providing a second learning element following the first learning element;

if the learner can not recall the learning entities and requests chooses to ask for a hint, the

computer hinting the learner in a first round by displaying on the display, using the graphical user interface, providing a starting learning element of one or more selected learning entities in the contextual presentation; and

the computer hinting the learner in a second round by the computer displaying on the display, using the graphical user interface, providing one or more additional learning elements of the one or more selected learning entities.

26. (Original) The method of claim 25 wherein the learning entity is a word and the learning element is a character.

27. (Currently Amended) The method of claim 25 wherein the learning entity is an alphanumerical group and the learning element is an alphabet, a numeral, or a symbol.